FOR
COLECOVISION®
& ADAM™
FAMILY COMPUTER SYSTEM

Guide No. 14364

CARTRIDGE INSTRUCTIONS

Cabbage Patch Kids

No. 2662

ADVENTURES IN THE PARK

Take a stroll through the park with one of the Cabbage Patch Kids™! Can you help them get back to the BabyLand Park entrance?

COLECO

WHAT'S THE STORY?

It's exercise time! Anna Lee, one of the Cabbage Patch Kids™, is warming up for a day of athletic adventures in the park—and she's taking you along! So stretch your muscles and get ready for a workout. This adventure is no picnic!

As you stroll through the park, you'll encounter obstacles they never told you about in the Cabbage Patch. You'll leap onto floating lily pads, jump over cabbages and bouncing balls, and hop over puddles so deep they could float a ship. And that's the easy part! By the time you get back to the Park entrance, you'll know just what kind of physical shape you're really in. Are you ready for the workout?

GETTING READY TO PLAY

MAKE SURE THE COLECOVISION® UNIT OR ADAM™ IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Player Game
Use the controller from Port 1.

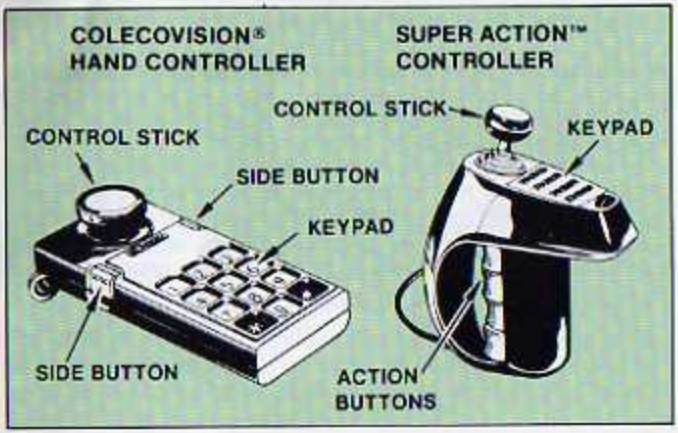
Two-Player Game
Player 1 uses the controller from Port 1. Player 2 uses the controller from Port 2. Player 1 goes first. Each turn lasts until Anna Lee falls down.

Choosing up

Press the Reset Button. The Title Screen will appear on your TV. Wait for the Game Option Screen to appear. Press Keypad Button 1 to play the game by yourself. Press Keypad Button 5 to play the game with a friend.

- **For one or two players**
- **More than fifty screens**

USING YOUR CONTROLS



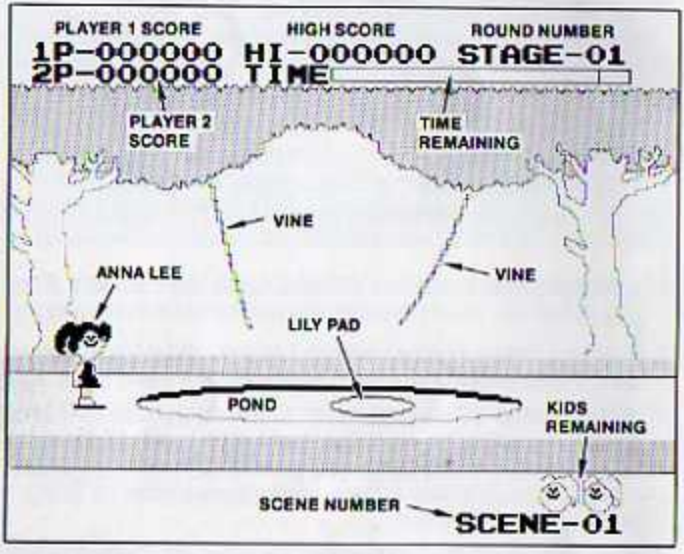
1. **Control Stick:** Push the Control Stick left to make Anna Lee move left. Push it right to make Anna Lee move right.
2. **Keypad:** Press Keypad Button 1 to play the game by yourself. Press Keypad Button 5 to play with a friend.
3. **Side Button (ColecoVision® Controller):** Press either Play/Action Button to make Anna Lee jump or drop off a vine. Press the button while moving the Control Stick left or right to make Anna Lee perform a running jump in the selected direction.
4. **Action Button (Super Action™ Controller):** Press the Yellow or Orange Action Button to make your Anna Lee jump or drop off a vine. Press the button while moving the Control Stick left or right to make Anna Lee perform a running jump in the selected direction.

Note: On the Super Action™ Controller, the Speed Roller and Purple and Blue Action Buttons are not used.

HERE'S HOW TO PLAY

Strolling through the park

Ah, sunshine! Fresh air! Enjoy it now because once you get into the park, you'll be too busy to notice. Move the Control Stick left or right to make Anna Lee walk away from the entrance and into the park.



Time is not on your side.

Cabbage Patch Kids™ have to be back at the entrance to BabyLand Park before dark. When that blue bar at the top of the scene turns completely orange, you'll have to leave the park—so don't dawdle!

Big girls don't cry . . .

. . . but Cabbage Patch Kids™ do! When Anna Lee falls down she'll cry for a few seconds before getting back to the action. Can't really blame her, can you?

Leapin' lily pads!

That lily pad floating on the pond is your ticket to the other side. Wait until it floats close to shore, then press the Side Button or Action Button while moving the Control Stick toward it to jump right on. If that's too tough, press the button to grab a swinging vine. When the lily pad floats under you, press the button again to land on it.

Take a swing!

You can ride that lily pad clear across the pond and jump off when you get to the other side, or grab the next vine and jump off when you swing over solid ground. If you jump too soon, you'll be sorry—*and* all wet!

Ahead, a cabbage

This park sure has some pretty scenery, doesn't it? Don't get too absorbed in it, though, or you might trip over one of those cabbages. When you spot one in your path, press the button to hop over it.

Boinggggg!

Are those trampolines up ahead? It sure looks that way! Take a running jump to land on the first one, then press the button while moving the Control Stick toward the next trampoline to jump onto it.

The big apple

You can jump all you want before hopping onto the next trampoline. And if you happen to notice an apple in one of the trees overhead, press the button again (but don't move the Control Stick) and go for it! If Anna Lee grabs the apple, you earn extra points.

Hop, skip and jump

This one will really bowl you over! Press the button to jump over the rolling ball or you'll find yourself lying flat on your back. Getting tired yet?

Puddle muddle

Now we'll find out how good a jumper you **really** are! This part of the park is filled with puddles – and they're **very** deep.

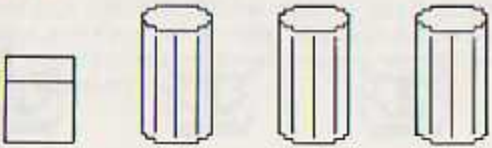
Press the button while moving the Control Stick toward the next puddle to jump from one dry spot to another.

Jump and jump again.

You're in double trouble now! There's another cabbage in your path and those bouncing balls are heading straight for you. This is a job for high jumpers. Are you up to it?

Best kid on the block

This looks like fun! Press the button to jump onto the first block. Then press the button while moving the Control stick toward the next block to jump onto it.



Time out

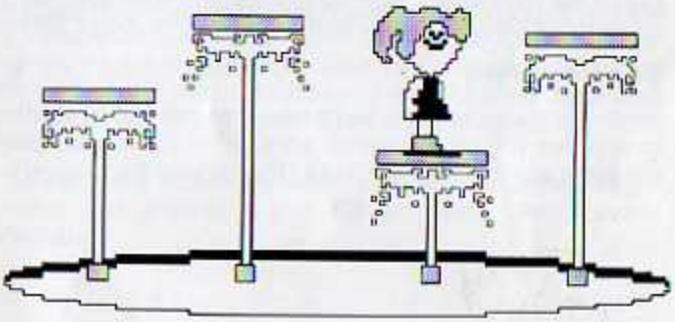
If you make it over the blocks, you're practically home free. When you get back to BabyLand Park entrance, give your weary muscles a rest. Your next stroll through the park won't be any easier! Don't rest too long, though. The timer is still ticking!

Poof!

Well, this is just dandy! To add to your troubles, the sky is raining dandelion puffs! Better keep your head up and watch out. This situation is **nothing** to sneeze at!

Fountains for youth

Kids from the Cabbage Patch can't resist playing in fountains! Press the button to leap onto the first one, then press it again while moving the Control Stick left or right to jump onto the next. Be careful, though. If you don't time your jumps just right, you'll end up doing the backstroke!



All fired up

How nice! Someone left a campfire burning for you. Unfortunately, the only way past is **over** it. Take a running leap and hope for the best. And don't pay any mind to that bee buzzing overhead. It won't sting now, but watch out for it later!

Holy mackerel!

There's something fishy about those puddles. Better look before you leap or the fish will catch **you**!

Up in a puff

It's back to the trampolines again. But there's more to it than jumping. This time, you'll be dodging falling dandelion puffs as you go.

This ride's a lily!

There's another pond ahead—and not a single vine in sight! It won't be easy, but you'll have to jump right onto that lily pad and ride it clear across. Good luck!

Back-patting

If you make it back to the park entrance this time, you deserve a pat on the back. You're in excellent physical shape! But your workout's not over yet. Take a few deep breaths and hit the road again. Your stay in the park lasts until there are no more Kids left to play with. Let's see how long it takes!

Starting Over

When the game is over, you'll return to the Game Option screen. Are you up to another workout? If so, you can play the game again! There are more than 150 screens to cover!

SCORING

Anna Lee's Action	Points
Grabbing vine	200
Landing on lily pad	200
Jumping over rock	100
Jumping on trampoline	100
Grabbing apple	200
Jumping over ball	50
Jumping over puddle	100
Jumping onto block	100
Jumping into fountain	200
Jumping over campfire	100

You start the game with three Cabbage Patch Kids™. A round is completed when you return to the BabyLand Park entrance. At the end of each round, you receive a 2000-point Bonus Score. If the blue indicator has not turned completely orange by the time you complete a round, you'll earn even more points!

You earn one Bonus Kid when your score reaches 10,000 points, and another Bonus Kid for every 20,000 points thereafter.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing THE CABBAGE PATCH KIDS™ ADVENTURES IN THE PARK, but it's only the beginning! You'll find that this cartridge is full of special features that make the game exciting every time you play. Experiment with different techniques—and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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